## TURBO BOAT SIMULATOR











































## CBM 64/128 DISK TURBO BOAT SIMULATOR



SCREEN PICTURES SHOWN MAY BE DIFFERENT MACHINE VERSIONS OF GAME

PRODUCED UNDER LICENCE FROM SILVERBIRD



LOST IN ENEMY TERRITORY YOU ARE THE PILOT OF A SUPER HIGH POWERED SPEED BOAT. TAKE THE HELM ON THIS MISSION IMPOSSIBLE.

ANOTHER PRODUCT FROM



MADE IN ENGLAND

TITLES IN THIS SERIES INCLUDE

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1990 PRISM LEISURE GROUP OF COMPANIES

	TURBO B	OAT SIMULATOR	
•	Lost in enemy territor powered speed boat down the twisting na (almost) impossible. N from the enemy gun both shores, you also past and the nuclears any time. Pick up the route home that are	reflection of the pilot a super high- Take the helm as you career frow waterways on this mission for only must you avoid the shots emplacements scattered along have to dodge the boats that race submarines that could surface at parts of the map showing your dropped by the allied planes - p a mine or you'll never make it	•
	LOADING		
	LOAD "*", 8, 1		
	Controls The keys are redefination joystick.	ING THE GAME able from the title-page, or use a	
	Default keys:		
	9 A O P SPACE Pause	- Up Down, - Left, - Right, - Fire X (Spectrum), - ESC (Amstrad).	
•	parts of a map which zone, pick them up over them. Once you the next waterway, si you are given the co	dropped by the allies contain five in leads you to your next combat as they are dropped by passing have them all, you will appear in lightly closer to home. Let's hope treet route back, but remember a sabotage the eargo and spoil the	
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